



# WARLORDS BATTLECRY II



*At Level 1, a hero chooses a race*

	STR	DEX	INT	CHA
Human	★★★★★	★★★★★	★★★★★	★★★★★
Dwarf	★★★★★	★★★★	★★★★★	★★★★★
Undead	★★★★	★★★★★	★★★★★★★	★★★★
Barbarian	★★★★★	★★★★★★	★★★★	★★★★
Minotaur	★★★★★★	★★★★★	★★★★	★★★★
Orc	★★★★★	★★★★★	★★★★	★★★★★
High Elf	★★★	★★★★★★	★★★★★★	★★★★★
Wood Elf	★★★★	★★★★★★	★★★★★	★★★★★
Dark Elf	★★★★	★★★★★	★★★★★★	★★★★★
Fey	★★	★★★★★★	★★★★★★	★★★★★★
Dark Dwarf	★★★★★	★★★★★	★★★★★	★★★★
Daemon	★★★★★★	★★★★	★★★★★	★★★★

## THE 4 STATISTICS

Strength (STR)	A hero's raw physical strength and endurance
Dexterity (DEX)	A hero's speed, grace and balance
Intelligence (INT)	A hero's wisdom, intellect and memory
Charisma (CHA)	A hero's appearance, manner and leadership

## THE 10 SKILLS

Combat	STR + STR
Health	STR + DEX
Speed	DEX + DEX
Command	CHA + CHA
Morale	DEX + CHA
Magery	INT + INT
Resistance	DEX + INT
Training	STR + INT
Conversion	STR + CHA
Merchant	INT + CHA



**At Level 2, a hero chooses a Profession**

**Warrior**



+1 Str

**Rogue**



+1 Dex

**Priest**



+1 Cha

**Wizard**



+1 Int

**At Level 3, a hero chooses a Speciality**

**Fighter**

+1 Dex

*Any race except Fey*

**Thief**

+1 Dex

*Human, Wood Elf, Orc & Fey*

**Paladin**

+1 Cha

*Human & High Elf*

**Archmage**

-1 Str, +2 Int

*Human, High Elf & Fey*

**Barbarian**

+1 Str

*Human, Barbarian & Minotaur*

**Assassin**

+1 Str

*Human, Dark Elf, Orc, Minotaur, Daemon & Dark Dwarf*

**Healer**

+1 Dex

*Human, High Elf, Wood Elf & Fey*

**Necromancer**

+2 Int, -1 Cha

*Human, Undead & Dark Elf*

**Ranger**

+1 Int

*Human, Wood Elf & Barbarian*

**Bard**

-1 Str, +2 Cha

*Human, Wood Elf & Fey*

**Druid**

+1 Int

*Human, Wood Elf & Barbarian*

**Pyromancer**

+1 Str

*Human & Daemon*

**Deathknight**

+2 Str, -1 Cha

*Dark Elf, Undead & Daemon*

**Merchant**

+1 Cha

*Human, Dark Dwarf, Dwarf & Wood Elf*

**Runemaster**

+1 Str

*Dwarf & Dark Dwarf*

**Summoner**

+1 Dex

*Human, Dark Elf & Daemon*

**Shaman**

-1 Str, +2 Int

*Dark Elf, Minotaur, Orc & Barbarian*

**Alchemist**

+1 Int

*Human, Dark Elf, High Elf, Wood Elf & Fey*

**Illusionist**

+1 Cha

*Human, Wood Elf, Undead & Fey*

**Ice Mage**

-1 Dex, +2 Int

*Human, High Elf, Fey, Undead & Dark Elf*

*Ranger* +5 Nature Magic  
*Deathknight* +5 Chaos Magic  
*Paladin* +4 Healing/Alchemy Magic  
*Healer* +10 Healing Magic  
*Druid* +10 Nature Magic  
*Runemaster* +10 Rune Magic  
*Shaman* +10 Chaos Magic  
*Archmage* +3 All Spheres of Magic  
*Necromancer* +10 Necromantic Magic  
*Pyromancer* +10 Pyromantic Magic  
*Summoner* +10 Summoning Magic  
*Alchemist* +10 Alchemy Magic  
*Illusionist* +10 Illusion Magic  
*Ice Mage* +10 Ice Magic

*At Levels 4 and above, a hero gains Ability Points (APs) to spend on Statistics, Skills, Special Abilities & Spells*

## Level XP APs

1	-	-
2	10	-
3	20	-
4	40	5
5	80	6
6	120	7
7	180	7
8	250	8
9	320	8
10	400	9
11	500	9
12	600	9
13	720	10
14	840	10
15	970	10
16	1100	11
17	1250	12
18	1400	13
19	1600	14
20	1800	15
21	2000	15
22	2250	15
23	2500	15
24	2750	15
25	3000	15
26	3400	15
27	3800	15
28	4200	15
29	4600	15
30	5000	15

*+500 XP per level over 30  
15 APs for each level over 30*

## Training

*A high Training Skill gives a hero bonus APs when going up levels*

13+ gives +1 AP  
19+ gives +2 APs  
25+ gives +3 APs  
41+ gives +4 APs  
61+ gives +5 APs  
91+ gives +6 APs  
99+ gives +7 APs

## Statistic Caps

*For a hero, each stat has a maximum value (cap)*

	STR	DEX	INT	CHA
Alchemist	10	20 *	30 ★	15
Archmage	10	10	35 ★	15
Assassin	10	25 ★	15 *	10
Barbarian	35 ★	25 ★	10	15 *
Bard	25 *	25 ★	25 *	25 ★
Deathknight	30 ★	15	25 *	20 *
Druid	15	15 *	25 ★	20 *
Fighter	30 ★	15 *	20 *	20 ★
Healer	10	15 *	20 ★	25 ★
Ice Mage	10	25 *	30 ★	20 *
Illusionist	10	10	30 ★	20 *
Merchant	15	20 *	30 ★	30 ★
Necromancer	15	20 *	30 ★	10
Paladin	25 *	15 *	20 *	35 ★
Pyromancer	20 *	10	30 ★	15
Ranger	20 ★	20 *	20 *	15 *
Runemaster	25 *	15	25 ★	15 *
Shaman	20 *	15	30 ★	25 *
Summoner	10	15	30 ★	20 *
Thief	15 *	30 ★	20 *	15 *

★ *Primary stat's are the cheapest to buy with APs  
(5, 6, 7, 8, etc... APs)*

\* *Secondary stat's cost a moderate amount  
(5, 7, 9, 11 etc... APs)*

*Other stat's are expensive to buy  
(6, 9, 12, 15 etc... APs)*



# Hot Keys & Shortcuts

## ORDERS

<i>Stop current task</i>	ESC
<i>Attack</i>	A
<i>Build Buildings</i>	B
<i>Build Walls &amp; Towers</i>	W
<i>Build Troops / Buy Skills</i>	K
<i>Repair (Fast or Slow)</i>	E then (F or S)
<i>Convert</i>	CTRL - C
<i>Guard</i>	G
<i>Patrol</i>	P
<i>Destroy an Army or Building</i>	CTRL - D

## HERO

<i>Select your Hero</i>	CTRL - H
	Left click portrait
<i>Add/Remove Hero to a group</i>	SHIFT - H
	Shift click portrait
<i>Select &amp; Center on Hero</i>	Double click portrait
<i>Open Spellbook</i>	S
<i>Open Item Inventory</i>	I
<i>Show the current Quest</i>	Q
<i>Display details of Skills/Stats</i>	Right click portrait
<i>Toggle Hero Command Radius</i>	R

## SPELLBOOK

<i>Quick Spellcasting Keys</i>	F1 - F8
<i>Open Spellbook</i>	S
<i>Spell Spheres</i>	C,H,N,P,D,A,S,I,R,E,X
<i>Cast Spell from open Book</i>	1,2,3, ... 0

To set up Quick Spellcasting keys, open the Spellbook, and when the cursor is over the desired press, press F1 - F8.

That spell can now be cast without opening the book.

## SYSTEM COMMANDS

<i>Pause</i>	F12
<i>Inc / Dec Game Speed</i>	+ / -
<i>Victory Conditions</i>	ALT - V
<i>Scenario Info</i>	ALT - I
<i>Diplomacy Menu</i>	ALT - D
<i>Game Menu</i>	ALT - G
<i>Save Game</i>	ALT - S
<i>Load Game</i>	ALT - L
<i>Resign</i>	ALT - R
<i>Quit</i>	ALT - Q

## GENERAL COMMANDS

<i>Define a Group</i>	CTRL 1-9
<i>Select Group</i>	1-9
<i>Center on Group</i>	1-9 again
<i>Go to site of previous message</i>	SPACE
<i>Cycle back through more messages</i>	Keep pressing SPACE
<i>Queue up Commands/Waypoints</i>	Hold down SHIFT and issue orders
<i>Insert a priority Command/Waypoint</i>	Hold down ALT and issue orders
<i>Cancel the last order in a series of Waypoints</i>	SHIFT - ESC
<i>Select the next idle builder</i>	.
<i>Select air units (fliers) only</i>	Hold down ALT and drag-select units
<i>Select ground units only</i>	Hold down CTRL and drag-select units
<i>Select all units on the screen</i>	CTRL - S
<i>Select all units of the same type on screen</i>	CTRL - T or Double Click on a unit
<i>Select as many units as possible closest to the screen</i>	CTRL - A
<i>Center on current group leader</i>	\
<i>Multiplayer Chat</i>	ENTER, Type Message, then ENTER again

# THE SPHERES OF MAGIC



## COMMON SPELLS

Shield	5
Silver Arrow	10
Heroism	10

## MAGERY

*Improving your Magery Skill will not only increase the number of Mana Points you can have, it will also increase the rate at which they regenerate.*



## HEALING

Heal Self	8
Cure	8
Blessing	8
White Ward	6
Heal Group	15
Invigorate	16
Sunshine	10
Major Healing	40
Life Ward	40
Resurrection	60



## PYROMANCY

Hand of Flame	10
Sould Flame	6
Cauterize	8
Resist Fire	7
Ring of Fire	30
Firebreath	30
Berserker	15
Pillar of Fire	40
Fire Elemental	40
Armageddon	75



## NECROMANCY

Raise Skeleton	8
Raise Zombie	8
Poison Cloud	8
Black Portal	5
Raise Wight	15
Vampirism	30
Darkstorm	18
Call the Dead	30
Ring of Ice	35
Raise Champion	50



## NATURE

Summon Sprite	10
Gemberry	12
Entangle	8
Shillelagh	8
Summon Unicorn	20
Wall of Thorns	4
Call Lightning	35
Summon Treant	40
Change Weather	25
Elementalism	50







## ALCHEMY

Lesser Item	12
Transmute	15
Charm	6
Stone Golem	14
Minor Item	24
Acquire	22
Summon Guardian	24
Major Item	40
Bronze Golem	36
Create Artifact	70



## SUMMONING

Summon Quasit	10
Circle of Power	4
Phantom Steed	5
Blink	3
Summon Imp	14
Eye of Oros	12
Home Portal	20
Soulharvest	35
Banish	30
Daemongate	55



## ILLUSION

Shadowform	8
Scare	6
Light/Darkness	5
Awe	8
Spectral Horde	14
Dragonfear	20
Invisibility	30
Call Shadow	30
Mutate	50
Transform	70



## RUNES

Stoneskin	12
Gem of Wisdom	4
Dig	8
Earthpower	12
Resist Magic	25
Doomstones	16
Summon Guardian	24
Resist Missile	35
Rune Item	40
Stonecall	50



## ICE

Hand of Ice	10
Storm	8
Ice Armor	14
Calm	10
Ring of Ice	30
Freeze	25
Wall of Ice	4
Ice Floe	30
Freeze Magic	40
Ice Storm	65



## CHAOS

Morph Combat	6
Morph Speed	8
Morph Health	5
Morph Damage	7
Morph Tower	12
Drain Mana	12
Morph Resources	30
Learn Spell	30
Wildfire	32
Chaos Plague	70

HERO	ABILITY	APs	DESCRIPTION
Human	Jack of All Trades	5	-25% to cost of all skills
	Research	5	+5 to Alchemy casting skill
	Knight Commander	6	Half price Knights
Dwarf	Rune Lore	5	+5 to Runemagic casting skill
	Dwarven Armor	4	+1 armor vs. all damage types
	Dwarven Hammer	5	+10 to all hero's Damage rolls
Undead	Wraithmaster	5	+5 to Necromancy casting skill
	Dark Summons	6	+5 to Summoning casting skill
	Skull Lord	5	Half price Skeletons
High Elf	Elcor's Path	5	+5 Healing casting skill
	Golden General	8	+5 to Command skill
	Golden Host	3	Half price 'Rune of Animos'
Wood Elf	Druidic Magic	5	+5 to Nature casting skill
	Scouting	3	Increased range for viewing (hero only)
	Skylord	3	Half price 'Rune of Cielos'
Dark Elf	Dark Blade	5	+4% Assassin skill
	Dark Rituals	5	+5 Summoning casting skill
	Sorcery	3	Half price 'Rune of Manos'
Barbarian (race)	Tracking	4	+3 to hero's Speed skill
	Plainsman	8	-25% to cost of all Barbarian units
	Slayer	10	Triple damage (hero) to large creatures
Minotaur	Fire Priest	5	+5 Pyromancy casting skill
	Gore	4	+10 to all hero's Damage rolls
	Charge	3	+3 to hero's Speed skill
Orc	Hordemaster	5	-25% to cost of all Orcish units
	Orc Lord	5	+4 to Command skill
	Chanting	5	+5 to Chaos casting skill
Fey	Faery Dust	6	+5 to Illusion casting skill
	Faery Wings	5	+5 to hero's Speed skill
	Rainbow	7	Increases income of all resources
Daemon	Black Gate	5	+5 to Summoning casting skill
	Insubstantial	6	+1 armor vs. all damage types
	Immolation	12	All melee attacks set enemies ablaze, +15 to your melee damage
Dark Dwarf	Dark Runes	10	+5 to Chaos & Runemagic casting skill
	Engineer	7	-25% to cost of all siege weapons
	Dark Mail	4	+1 armor vs. all damage types
Barbarian (class)	Scouting	3	Increase viewing range for hero
	Riding	8	Cavalry produce in half the time
	Running	9	+6 Speed skill
	Shaman	5	+5 Nature Magic casting skill
Deathknight	Secrets	5	+5 Chaos casting skill
	Frozen Lord	7	+5 Ice Magic casting skill
	Inhuman Strength	6	+15 to all hero's Damage rolls
	Chaos Mastery	14	Chaos spells cast with GOOD success
Fighter	Weaponsmaster	6	+6 to Training skill
	Arms Lore	8	+6 to Combat skill
	Weapons Lore	6	+15 to all hero's Damage rolls
	General	5	+5 Command skill
Ranger	Herbalism	5	+5 Healing casting skill
	Forest Lord	5	Unicorns are half price
	Taming	7	Flying monster produce in half the time
	Nature Mastery	12	Nature spells cast with GOOD success
Alchemist	Herbalism	5	+5 Healing casting skill
	Healing Potion	5	+5 Health skill
	Alchemy Mastery	12	Alchemy spells cast with GOOD success
	Alchemy Grandmastery	20	Alchemy spells cast with CRITICAL success



HERO	ABILITY	APs	DESCRIPTION
Archmage	Spell Immunity	8	Permanent immunity to magical damage
	Arcane Lore	5	+4 Magery skill
	The 10 Circles	12	+3 Casting skill in all spheres
	Magic Academy	12	+10 to Training skill
Icemage	Shards	6	+10 to all hero's Damage rolls
	Ice Armor	10	Immunity to fire damage & +1 to other armor
	Ice Mastery	12	Ice spells cast with GOOD success
	Ice Grandmastery	20	Ice spells cast with CRITICAL success
Illusionist	Shadowcall	5	+4 Necromancy casting skill
	Magic Voice	5	+4 Command skill
	Illusion Mastery	12	Illusion spells cast with GOOD success
	Illusion Grandmastery	20	Illusion spells cast with CRITICAL success
Necromancer	Vampirism	8	Permanent Vampirism +1 effect
	Gates of Hell	5	+5 Summoning casting skill
	Death Mastery	12	Necromancy spells cast with GOOD success
	Death Grandmastery	20	Necromancy spells cast with CRITICAL success
Pyromancer	Flamewalk	8	Permanent immunity to fire damage
	Firestarter	6	Attacks do +10 Damage & can set enemies ablaze
	Fire Mastery	12	Pyromancy spells cast with GOOD success
	Fire Grandmastery	20	Pyromancy spells cast with CRITICAL success
Summoner	Fires of Hades	5	+5 Pyromancy casting skill
	Daemonlord	5	+4 Combat & +2 Speed for Daemons
	Summons Mastery	12	Summoning spells cast with GOOD success
	Summons Grandmastery	20	Summoning spells cast with CRITICAL success
Assassin	Assassinate	5	+4% Assassin skill
	Poison	5	+4% Assassin skill
	Killing Blow	5	+4% Assassin skill
	Garrotting	5	+4% Assassin skill
Bard	Song of Heroes	4	+6 Morale skill
	Song of Battle	5	+5 Command skill
	Song of Charming	4	+5 Conversion skill
	Song of Stone	5	+10 Resistance
Merchant	Master Merchant	9	+6 Merchant skill
	Trading	6	Get better rates when trading
	Wealth	6	Increases income of all resources
	Presence	4	+4 Morale skill
Thief	Banditry	4	Permanent extra income of +2 gold
	Haggling	9	+6 Merchant skill
	Disguise	7	+5 Illusion casting skill
	Backstab	9	+3% Assassin skill
Druid	Animal Training	8	All cavalry units are half price
	Treemaster	5	Treants are half price
	Nature Mastery	12	Nature spells cast with GOOD success
	Nature Grandmastery	20	Nature spells cast with CRITICAL success
Healer	Elcor's Aura	3	All regeneration rates are at 150%
	Touch of Purity	5	+50 to the effects of all Healing spells
	Healing Mastery	12	Healing spells cast with GOOD success
	Healing Grandmastery	20	Healing spells cast with CRITICAL success
Paladin	Conversion	5	+5 to Conversion skill
	Meditation	9	Doubles the rate of mana regeneration
	Grand Paladin	10	Triple damage vs. Undead units
	Spell Mastery	14	Spells cast with GOOD success
Runemaster	Artifice	5	+5 Alchemy casting skill
	Book of Wisdom	5	+5 Magery skill
	Rune Mastery	12	Rune spells cast with GOOD success
	Rune Grandmastery	20	Rune spells cast with CRITICAL success
Shaman	Omen	9	+2 to all of Hero's skills
	Commune	5	+5 Nature casting skill
	Chaos Mastery	12	Chaos spells cast with GOOD success
	Chaos Grandmastery	20	Chaos spells cast with CRITICAL success